

AIMS ZHANG

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Game Designer & 3D Artist

Los Angeles, CA

Work —

2017-Present

Game Designer & Artist, Tender Claws LLC

The Under Presents

- Led design on a social spell-casting system that encourages exploration and teamwork for an award-winning networked live immersive theater VR experience.
- Designed and modelled original open world environments, from conceptual planning and initial geometry to balance testing and polish.
- Implemented animations and art for live and pre-recorded stage acts, reactive environments, and magic rituals using proprietary tools in Unity.

Tendar

- As art director, developed full artistic world (character, set, locations, props) and created a majority of the 2D/3D art, animation, and rigging for a critically acclaimed Google-sponsored AR mobile game where players feed an AI fish their feelings.
- Designed mobile AR UX/UI and worked closely with engineers to implement interaction mechanics and art assets.

Virtual Virtual Reality

- Worked with a multidisciplinary team to design and implement levels, AI characters, props, and animations for the first expansion of a bestselling, critically acclaimed, and award-winning VR game.

2018-19

Level Designer, Little Flag Software LLC

- Designed, grayboxed, and iterated levels and enemy encounters using proprietary tools in Unity for an unannounced first person shooter by the developer of *Donut County*.

Projects —

2018-19

Game Director, *Plasticity*

- Recruited and led a team of 30 developers for my senior thesis, a 2.5D cinematic platformer about sustainability. G4C 2020 Best Student Game Finalist, showcased at E3 and IndieCade, featured by Forbes.
- Guided development and responsible for the overall vision.
- Level design, systems design, art, animation, and narrative design.

Education —

2016-19

The University of Southern California

B.A. in Game Design (*summa cum laude*), Minor in 3D Animation

Tools —

Software

Unity (C# Scripting), 3ds Max, Maya, Photoshop, Illustrator, MotionBuilder, Git

Skills

Level design, systems design, rapid prototyping and iteration, game design documentation, 3D modeling, animation, UX/UI, rigging, vfx

Honors —

IGDA Scholar. GDC Narrative Review Gold Winner. USFSA Gold Medalist.